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PRINTED IN JAPAN

SNS-ARXE-USA

MEGA MAN X2™

INSTRUCTION BOOKLET

KIDS TO ADULTS
AGES 6+

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA MAN X2™

A Special Message from CAPCOM

Thank you for selecting MEGA MAN X2, the latest addition to the Mega Man series. Following the success of MEGA MAN X, this continuing saga of Mega Man X vs. the Mavericks will once again bring excitement and action to your Super Nintendo Entertainment System.

MEGA MAN X2 features an all-new C4 graphics chip to enhance the colorful, high resolution graphics and animation. This new chip allows for 3-D effects and more realistic rotation and scaling. We at CAPCOM are proud to bring you this thrilling new addition to your video game library.

Sincerely,

Joseph Morici

Joe Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

CAPCOM

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Official Nintendo Seal of Quality®

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your MEGA MAN X2 Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol or any other strong cleaning agents that can damage it.

GETTING STARTED

1. Insert your MEGA MAN X2 Game Pak into your Super Nintendo Entertainment System and turn the power on.
2. Watch the introduction and then press START when the title screen appears.
3. Press the control pad up or down to move Mega Man X to one of the three options from the title screen. Then press START to choose the option. See OPTION MODE and PASSWORD sections in this manual for more information.
4. Choose GAME START to begin playing MEGA MAN X2.
5. To end the game at any time, simply turn your Super Nintendo Entertainment System off and remove your Game Pak.

FUTURE TIMES

X-TRA! X-TRA! *READ ALL ABOUT IT!*

Reploid Elimination Not Completed

by Bradbury K. Wells
Times Staff Writer

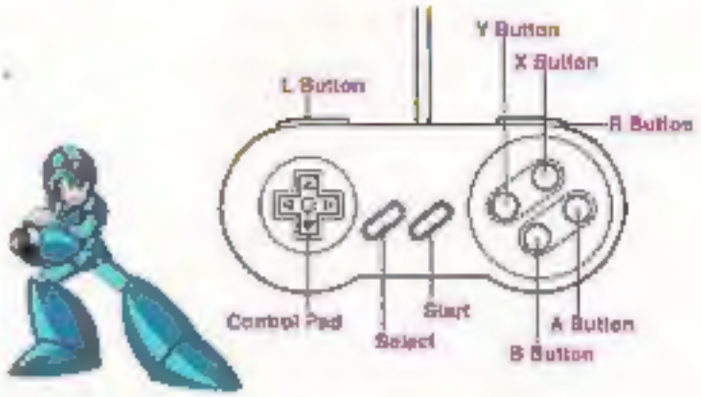
A new uprising is emminent in the battle to contain the Maverick Reploids that have broken away from their control center. Once believed to be completely contained, these Mavericks have been detected in an abandoned production factory, according to an intelligence report by well-known scientist Dr. Cain.

A special armada of Maverick Hunters was mobilized today to the production factory, but only one reploid has been able to penetrate the heavy artillery outside the factory.

Mega Man X races to the abandoned reploid factory today.

Known as Mega Man X, this same reploid had been primarily responsible for the apparent elimination of the threat six months ago. According to Dr. Cain's report, now Mega Man X will battle the Mavericks in an attempt to locate and destroy the leader of this new uprising.

USING MEGA MAN X



Fire Weapon:	Press **Y** button
Jump:	Press **B** button
Use X buster:	Hold **Y** button until charged, then release **Y** button to fire
Dash:	Press **A** button, or tap control pad forward twice quickly
Dash jump:	Dash, then press **B** button.
Climb wall:	Jump to wall, then press control pad up or down while repeatedly pressing **B** button
Change weapon or Pause Game:	Press START button Then use control pad to highlight weapon or power and press START to begin play
Change weapon during play:	Press **L** or **R** button (You must gain a weapon first to be able to use this)

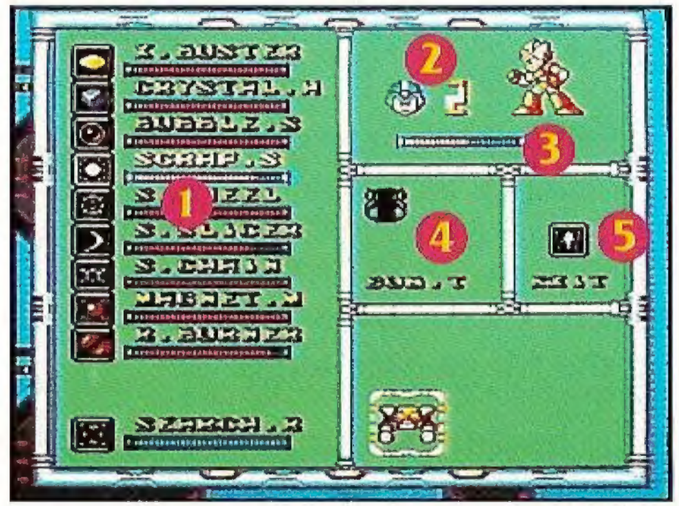
STAGE SELECT SCREEN

After battling your way through the abandoned reploid factory, you will be presented with more information on the whereabouts of the Maverick leaders. This is the stage select screen where you choose which Maverick to battle.

- Use the control pad to highlight the stage you want, then press START, Y button or B button to select the stage.
- After you have defeated the 8 Maverick leaders, Mega Man X can advance to the next set of levels. To return to the original 8 level select screen, press up or down on the control pad before the next select screen appears.

WEAPON SELECT SCREEN

The weapon select screen is also your status screen. It will show you:



1. Weapons you have acquired
2. Lives remaining
3. Health remaining
4. Energy subtanks/current energy
5. Exit velocity

WEAPON SELECT SCREEN CONT.

Use the control pad to highlight the item you want to use, then press the START button to begin play. When using a subtank, you may limit the amount of energy you expend by pressing START while it is filling up your health bar. Refer to the screen shot on page 9 for the following items:

1. Weapons will appear here when you acquire them. Defeat a Maverick leader and acquire its weapon. Recharge the weapons by collecting energy tablets.
2. You start with 2 extra lives. Add to your lives by collecting the Mega Man icons.
3. Increase the length of your health bar by finding the heart tanks hidden in each level. Recharge your health by collecting health tablets.
4. Use your weapons and armor to locate the hidden subtanks. Power them up by collecting energy tablets, then when your health gets low use one to recharge your health.
5. You can escape a level only after you have already defeated the Maverick leader.

ARMOR CAPSULES

The trusty Dr. Light hid some secret capsules that will enhance Mega Man X's abilities. When Mega Man X steps into one of these capsules, it will come to life and change the appearance of Mega Man X.

Here are descriptions of what some of the capsules do to Mega Man X:

1. Air Dash-Press **B** button to jump, then press the **A** button while in the air. Mega Man will dash through the air and may reach areas you could not reach otherwise.
2. X-Buster-This will allow you to charge up any weapon just like Mega Man X's normal X-Buster. Each weapon has different characteristics when charged up so experiment and determine how each weapon is most effective.

SPECIAL VEHICLES

At certain points in MEGA MAN X2, Mega Man X will come across special vehicles that he may use to help him pass some difficult spots. The following is a description of each vehicle:

Mobile Attack Cycle

- Hop on the attack cycle and go for a ride! Shoot your weapon with the **Y** button and get some extreme air by pressing the **B** button at just the right time when flying off a ramp.
- Press up on the control pad when pressing the **B** button and Mega Man X will go flying off the cycle!
- Change directions by pressing the control pad in the opposite direction it is flying.

SPECIAL VEHICLES *CONT.*

Mobile Attack Armor

- Nothing like taking a robot like Mega Man X and making him bigger! Jump into the attack armor and become invincible.
- Jump by pressing the **B** button, punch with the **Y** button. Repeatedly press the **B** button and the attack armor will fly up in the air to a certain distance.
- Hold the Y button and charge up the spin blade. Release the **Y** button and the attack armor will perform a dash punch with the blade rotating. Great attack!

MAVERICKS

Bubble Crab

Crystal Snail

Flame Stag

Magna Centipede

Morph Moth

Overdrive Ostrich

Wheel Gator

Wire Sponge

OPTION MODE

Choose the OPTION MODE from the game's title screen to adjust the configuration of your control buttons or switch the sound mode.

- Use the control pad to highlight a function you want to change, then press the button on the control pad that you want to have perform that function. SELECT L and SELECT R refer to the buttons which control changing your weapon during gameplay.
- To change the sound mode from STEREO to MONO or vice versa, highlight SOUND MODE and then press left or right on the control pad.

To return to the title screen, highlight EXIT and press START.

PASSWORDS

When you run out of lives, you will be shown a password. Copy down this password to save your game. When you want to begin your game later with the same Maverick leaders defeated, highlight PASSWORD from the title screen and press START.

- Use the control pad to move the cursor to the space you want to enter a letter in. Press Y or B buttons to change a letter or number.
- When complete password has been entered, press control pad down until START is highlighted.
- Then press the START button to enter password.
- If you're password is incorrect, a message will notify you and you will have to change the password.

WARRANTY INFORMATION

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)774-0400. Our Consumer Service Department is in operation from 8:30 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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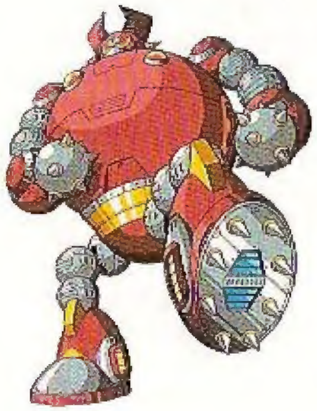
STRATEGY NOTES



Look For These Exciting New Mega Man Toys in Your Local Toy Store!

Mega Man, Super Hero Of the 21st Century!
• Collectible Action Figures
• Each Action Figure comes with it's own unique weapon, which can be interchanged.

BANDAI

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